

TIME OUT

TAKE WING WITH EIGHT BLOODY FIGHTER PILOTS!



"ALL-OUT AERIAL ACTION"
8 DIFFERENT FIGHTER PILOTS & AIRCRAFT
TO CHOOSE FROM
SIMULTANEOUS 2 PERSON PLAY
8 ACTION-FILLED STAGES
AWESOME SPECIAL WEAPONS
8-4 LEVELS OF POWER-UP



AERO FIGHTERS

NOW ON
SALE



Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

TIME OUT

MORTAL KOMBAT

TM
SO REAL
IT HURTS!

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



ISA
1992



Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

TIME OUT

The Future Is Now
SNK



**No one is yet aware
of the awesome
experience that lies ahead.**

This game has surpassed all predecessors. The shock of full-screen action with zoom-in sequences for close action and wide-screen effects for all-out battles. This is the new wave in fighting games, a wave ridden by 8 possessors of power.

HIGH POWER
102
Mega

A-RE OF FIGHTING™

From NEO·GEO, the greatest fighting game of all time! Brought to you in 102 mind-blowing mega. 2P COMPETITIVE PLAY / BUY-IN PLAY



TIME OUT

YOU ASKED FOR IT!



NOW IT'S BOSS VS. BOSS.

Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

For starters: Four new characters to choose from! The original cast of eight is back as well, but even tougher... and one has a new move!

And now, the ultimate feature... the one you've been clamoring for: Same Character vs. Same Character! That's right — finally, all you Guile players will see who's really the best.



in a fight to the finish — with no excuses!

You thought you'd seen it all, thought there was no more to learn — HA! How about 50 new matchups never seen before in 2-player mode, along with 46 brand new fighting strategies, for a total of 78 possible match-ups over twice as many as before!

You say you've mastered Street Fighter II. You say you're the best, and no one can hang with your Guile combo's... But do you have what it takes to master Capcom's new Street Fighter II Champion Edition?

It's Not Over.

CAPCOM®

Capcom USA, Inc. 3303 Scott Blvd.
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TEST REPORTS

Australia (as published in Leisure Line)**Dedicated Games**

1. Midway 'Mortal Combat'
2. Namco 'Suzuka 8 Hours'
3. Konami 'X-MEN'
4. Atari 'Mad Dog McCree'
5. Midway 'Terminator 2' Gun
6. Sega 'Rad Rally'
7. Namco 'Final Lap 2'
8. Jaleco 'B.O.T.S.S.'
9. Sega 'Rad Mobile'
10. Taito 'Sonic Blastman'

Conversion Games

1. Seibu 'Cup Soccer'
2. Capcom 'Streetfighter II' CE
3. Neo Geo 'World Heroes'
4. Capcom 'Street Fighter II'
5. Capcom 'Varth'
6. Irem 'Dyna Blaster'
7. Capcom 'Captain Commando'
8. Konami 'Asterix'
9. Konami 'G I Joe'
10. Neo Geo 'Fatal Fury'

Pinballs

1. Bally 'The Addams Family'
2. Williams 'The Getaway'
3. Williams 'Terminator 2'
4. Bally 'Party Zone'
5. Williams 'Hurricane'
6. Bally 'Dr Dude'
7. Bally 'Gilligan's Island'
8. Williams 'The Machine'
9. Williams 'Earth Shaker'
10. Bally 'Harley Davidson'

UK (as published in Coin Slot U/T)**Conversion Games**

1. Capcom 'Varth'
2. Irem 'Bomberman World'
3. Seibu 'Seibu-Cup Soccer'
4. Midway 'Total Carnage'
5. Irem 'Bomber Man'

6. Capcom 'Street Fighter II Champ Edition'
7. Gaelco 'Splash'
8. Capcom 'Street Fighter II'
9. Capcom 'Block Block'
10. Toaplan 'Truxton II'

1. Namco 'Final Lap II'
2. Atari 'Steel Talons'
3. Midway 'Terminator 2'
4. Konami 'X-Men'
5. Atari 'Race Drivin'

USA (as published in Replay)**Conversion Games**

1. Capcom 'Street Fighter II CE'
2. Midway 'Terminator 2'
3. Taito 'Double Axle'
4. Konami 'Sunset Riders'

5. Taito 'Space Gun'

6. Sega 'Turbo Out Run'
7. Data East 'Captain America'
8. Namco 'Steel Gunner'
9. Taito 'S.C.I.'
10. Sega 'Spiderman'

Dedicated Games

1. Capcom 'Street Figher II'
2. McO'River 'Aero Fighters'
3. Romstar 'Varth'
4. SNK 'Ninja Commando'
5. SNK 'Fatal Fury'

Japan (as published in the Japanese Game Machine Magazine)**Conversion Games**

1. Capcom 'Streetfighter II' CE
2. Capcom 'Streetfighter II'
3. Konami 'X-Men'
4. Video Systems 'Aero Fighter'
5. Seibu 'Seibu Cup Soccer'
6. Dynax 'Quiz TV Variety Show'
7. Irem 'Undercover cops'
8. Sega 'Where's Wally'
9. Namco 'Super World Stadium 92'
10. Sun Electronics 'Shanghai II'

Dedicated Games

1. Namco 'CocaCola Suzuka 8 Hours SD'
2. Namco 'CocaCola Suzuka 8 Hours DX'
3. Capcom 'Mad Dog McCree'
4. Namco 'Final Lap 2 (Deluxe)'
5. Jaleco 'Grand Prix Start'
6. Namco 'Drivers Eye'
7. Konami 'X-Men'
8. Sega 'Rail Chase'
9. Sega 'F1 Exhaust Note'
10. Namco 'Final Lap 2 (Standard)'

Pinballs

1. Midway 'Addams Family'
2. Data East 'Hook'
3. Premier 'Surf'n Safari'
4. Data East 'Batman'
5. Williams 'Hurricane'



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South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

Comments

PRESS REPORTS

The "Waikato Times" has recently published two articles on their opinion of our responsibility for just about everything to do with juvenile problems in the 90's. This is a standard example of how journalists treat our business and with no association to fall back on or national body to advance the facts rather than the emotion why do we expect that things will improve.

If you have examples of local media coverage (negative or positive) please forward these to me in Christchurch or your local agent.

NINTENDO

Nineteen have recently announced that they intend to exit the coin operated amusement business after many years involvement. They announced that they intend to concentrate on their "Home games business" (that's where all the money is).

SITE CONTRACTS

A standard "Site Contract" for Amusement machine operators is now available from your local agent. It is incredible that in this business; operators are prepared to borrow money, buy a \$6,000 - \$10,000 piece of plant, provide back up service and promotion and yet will not approach that same location owner with a contract to insure some continuity.

How many other businesses would do this? How many other businesses would still survive if they did all the initial site work and then allowed a competitor to walk away with the best locations simply because they will pay the location a bit more.



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QUEENSLAND AMUSEMENT MACHINE SHOW - 24TH/25TH SEPT

All magazine recipients would have received a convention brochure in our August edition. This show will be well attended by overseas and Australian trade people and is a "must attend" for NZ operators who are serious about being in business in 1993. Additional brochures are available from this office or your local agent.

BALLY/WILLIAMS NZ AGENCY

Effective from 1st August 1992 Coin Cascade Ltd officially became the exclusive NZ agent for Williams/Bally products in NZ.

In addition to offering a NZ wide network of agents for distribution Coin cascade Ltd can also offer to existing/new Williams/Bally clients:

- three month warranty of all new pinballs purchased
- full service backup
- comprehensive stock of spare parts (details pages 22/23) which will normally be kept in stock in Christchurch. Additional/feature parts can be usually sourced quickly from Australia or the USA.

The first two pinball models under this new arrangement will be "Black Rose" (available October) and "Fish Tails" (available November) as well as the exciting new video game "Mortal Kombat". For specific pricing/delivery details please contact your local agents.

Roger and Alice Newman who have relinquished the Williams/Bally agency after many

JALECO OPENS

Gareso, an amusement location operated by Tokyo-based Jaleco, opened its doors on the 24th of June in Funabashi-city in Chiba Prefecture, northeast of Tokyo. Gareso, coined from a combination of the English words, "game" and "resort," has been designed as a "personal amusement oasis."

The location is housed in a three-story structure with 1,500 square metres of game space. With an interior designed on a theme of a futuristic ship, every "deck" of Gareso is a separate zone. Shooting games, including large-body pieces and Jaleco's popular B.O.T.S.S., dominate the first floor/deck while a wide variety of casino and horse racing token games have been installed on the second floor/deck. The third floor/deck has a "fortune-telling corner" that has proven to be very popular with female customers and a small rest and concession area



Gareso is a large facility, capable of holding a large variety of games.



where tired players can refresh themselves.

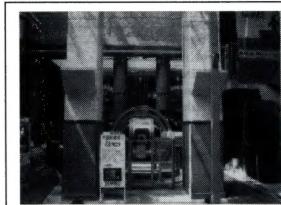
Management plans to hold a variety of special events and promotions at Gareso in the near future.

Taito Unveils New Osaka Arcade

Taito opened their newest location, "Taito Inn Fantadio," location this April 27th in Osaka's Hankagai shopping street near Hankyu Higashidori in the northern part of the city. The Higashidori area is a major entertainment district where many of Osaka's office workers go to relax after hours.

Fantadio hopes to draw a large portion of those workers. Although the centres in the district, high ceilings and bright lights accent the interior of the arcade, giving it an almost circus-like feel.

With a floor area of a little more than 412 square metres, Fantadio doesn't rank as one of the larger game centres in the Kansai area, but the location's space is used efficiently.



Fantadio operates 120 games in three separate "zones." The first zone, closest to the door, houses shooting and large console games. The second zone features video and pinball games,

and the last zone, in the far side of the store, in the far side of the store, offers token games to those customers 18 years old and above. The centrepiece of the arcade is Taito's D3BOS, available with four different kinds of software.

Fantadio's is aiming for customers in their early-to-mid 20s and hopes to clear Y450 million (\$3.5 million) in sales its first year. Taito has invested Y350 million (\$2.7 million) in the project..



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Comments

TAURANGA

The local council is looking at introducing licensing for Video Arcades and sites of four or more machines. The implications of the licensing are compulsory supplying of public toilets and payment of an annual licence fee.

STREETFIGHT II - HOMEGAME

Capcom have recently released their highly popular "Streetfight II" video game on the Nintendo home game system. This unit has rewritten the sales records for home game cassette sales in the USA. Release in NZ is expected around the beginning of 1993.

\$1 PLAY

Leisure & Allied Industries in Australia have now moved 90% of their standard 26" video games onto \$1 play with large simulator games on \$2 play. This compares with many NZ operators still operating the same game on 20c play or 40c play. Australia is presently in the downstage of recession while NZ according to all the experts is 'bottomed out' and on the way up. Games are more expensive to buy as our dollar continues on its slide against the yen. Pinball operators have proven that \$1 play does only one thing - it increases the revenue.

Video game operators will learn the same lesson - **game pricing must increase.**



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NEW PCB's NOW IN STOCK

PRICE INCLUDES: MYLAR AND TWO PLAYER LOOM

Mortal Combat

(Two player dedicated)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Latest combat game from Williams/Bally
- Total game preview page 15.

STREET FIGHTER II - CE

(Capcom, 2 players, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

\$2690**X-MEN**

(Konami, 6 player dedicated)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Dedicated 6 player cabinet with proven American and Australian test income

\$10800**AERO FIGHTER**

- (Jamma, 2 Player)

- Air combat.
- Game preview page 32.

\$1350**NEO-GEO KITS**

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

NEO-GEO single slot kit

(complete with "world heros")

\$2190

Two slot kit

(complete with "world heros")

\$2455

Two slot kit

(complete with "world heros"/one other game our choice)

\$2655**NEO-GEO GAMES**

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

World Heros: SNK have incorporated more memory in this latest and best game to date

\$880

- earnings that rival all other games (preview page 21)

King of the Monsters II - vast improvement of the original highly successful game

0

Ninja Commando - good fighting game

- many special features

\$760**DYNA BLASTER**

(Known in the USA as Atomic Punk II - page 14)

- bomber man II is a maze game with appeal

\$1800

ADD G.S.T. TO ALL PRICES IN THIS BOOK



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X-MEN

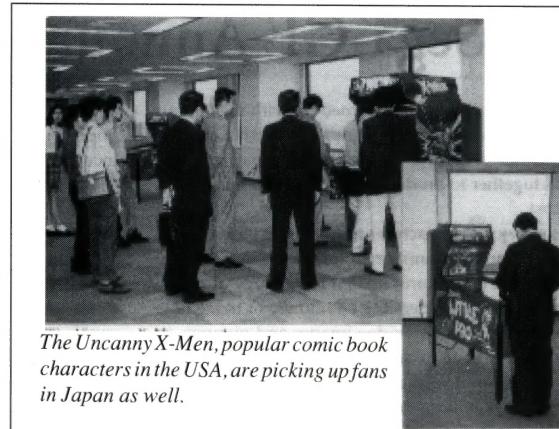
Konami's "X-Men" Go on All-Japan Tour

Tokyo-based Konami, Inc. held a demonstration of their new 6-player X-Men game in five cities across Japan in a mid-June. The shows, in Tokyo on June 9th and 10th; in Osaka on the 9th; and in Nagoya, Sapporo and Fukuoka on the 12th, were designed to broaden the name recognition of X-Men among the Japanese public.

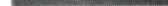
Marvel Comics of the USA has licensed the name and characters of the X-Men to Konami for use in the game after Street Fighter II-Champion Edition. Konami, which developed the currently popular four-player game cabinet, also breaks new ground with X-Men by introducing a six-person simultaneous play console.

Additionally, the game itself is presented on a comparatively large 26-inch high resolution monitor. Although X-Men has been exhibited at only a few test sites around the country so far, there has been a very positive reaction to the game. The six-player version of the game went on sale June 24th at a cost of Y1.25 million (\$9,842). Other versions of the game, such as four and two player upright cabinets and PCB conversion kits, will go on sale at the end of July.

In addition to X-Men, Konami also displayed the Little Pro family golf game, now on sale, at the exhibitions.



The Uncanny X-Men, popular comic book characters in the USA, are picking up fans in Japan as well.



Konami also took their "Little Pro" on tour.



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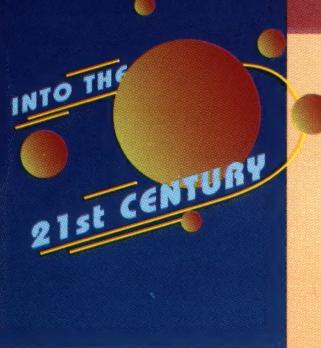
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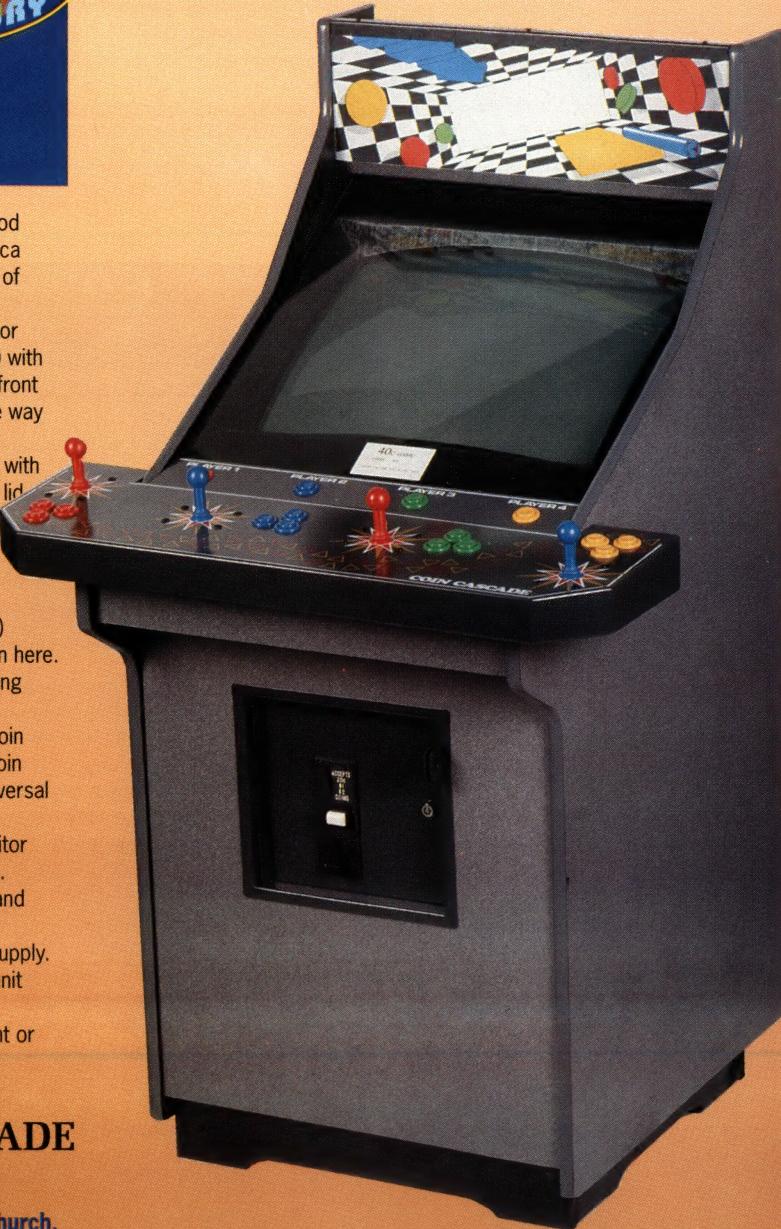
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ONLY \$2480 +gst (with two player panel)

N/G **LOWBOY MODEL**



- Solid 18mm customwood construction with Formica laminate in your choice of colours.
- Front steel anti-lever door (your choice of colours) with padlock bracket or full front opening door with three way locking system.
- Steel cash box housing with lockable stainless steel lid and coin meter.
- Baked enamel control panel in a choice of two, three or four player (interchangeable) Four player panel shown here.
- Standard mini loom wiring system.
- Quality NRI electronic coin acceptor (accepts all coin denominations) and universal multi credit pcb.
- Quality Kortek 26" monitor with front door controls.
- Quality MCA Joysticks and buttons.
- Quality 15amp power supply.
- Optional PCB security unit available
- Contact your local agent or



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TIME OUT

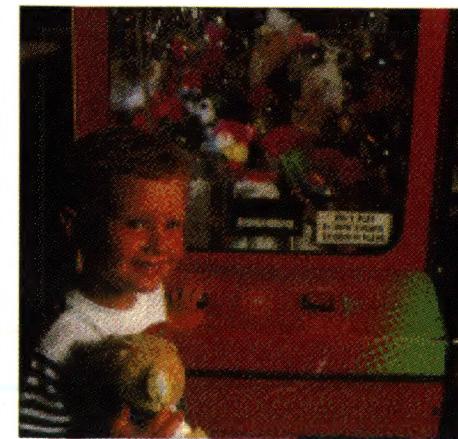
LOADED CAPSULES HOOK NEW PLAYERS!

MORE \$\$\$ from Skill Testers!



Attract new players & watch profits soar!

LENGTH 13CM
CIRCUMFERENCE 25CM



NOTE PRICES MAY DIFFER FOR EACH ORDER

Attention all skill Tester operations, no longer flush from plush? Longtime players are bored with plush fill, your machine needs the new appeal of LOADED CAPSULES. Filled with an appealing range of merchandise from fun accessories to gleaming gold and silver-plated jewellery, the capsules will get the players in again. More plays from the regulars, plus a whole new market attracted by well presented, top value new prizes - adds up to more \$\$\$ for you. Tried and tested by a Queensland Skill Tester operator, the all capsule fill proved to be a huge success, yielding high returns and pulling in the elusive TEENAGE MARKET. For an outlay of only \$490 per carton you can count on bigger profits from day one of capsule fill.
PLACE YOUR ORDER NOW!

PINBALLS

A recent article in the American Trade magazine "Replay" indicated that American operators "top buy" for 1992 was Pinball machines. Pinball is red hot around the world with all nationalities and certainly in Australia (the closest market in player type to the NZ market) more are being sold than ever before.

Enjoying a second straight super successful year in the US and Europe, pinball has industry people smiling. That includes all three levels: one distributor says he can't keep any pinballs on the showroom floor because they're selling so fast. Manufacturers say there's definitely been a bigger demand for pins from the marketplace. Operators agree that player response to this type of game has been "overwhelming."

What accounts for the trade's current flipper madness? Pinballs are selling because they're earning. They're earning because better gameplay (including hi-tech playfields, license themes, etc.) is able to command higher play pricing on location and from top to bottom coin-op is putting a lot of work into imaginative promotions, including media events, leagues



and tournaments.

The bottom line is profit ... thanks to a textbook example of factories, distributors and operators all pulling together in the same direction.

TODAY'S FLIPPERS

A quick survey of today's hottest flippers is all you need to see where today's initial pinball appeal comes from. Williams Electronics is about to make another all-time sales record with *The Addams Family*; the factory is also continuing its popular carnival-themed and "driving pin" traditions with *The Getaway* and had now released two new models -"Black Rose" based on a pirate theme (due for release in NZ in October). This unit provides ship to ship and hand to hand swashbuckling action when this pirate beauty commands her crew to load the cannon and take careful aim. *This game is loaded with "three separate pirate video modes" displayed on the dot matrix display, players will have landlubbers throwing knives, swinging from the riggings and walking the plank making the explosive 3-bank torch, gun powder and cannonball targets or consecutive shots up the Locker Ramp opens Davy Jones' Locker to load the cannon.*

Full speed ahead into a flashing Pirates' Cave locks balls for 2 or 3-ball Multi-Ball play. Players shoot the Jackpot Ramp to Collect big points.

Spiralling through the Whirlpool Ramp advances the scoring level all the way to Extra Ball or Millions!

High seas adventure awaits players as they shoot flashing jewels or treasures from the cannon to collect awards and add letters in the S-I-N-K S-H-I-P sequence. Completion of S-I-N-K S-H-I-P enables a Broadside cannon to sink the ship.

GRAB YOUR SILVER & PIECES OF EIGHT!

It's treachery on the high seas ... but when it comes to untold treasure, BLACK ROSE will make sure your ship comes in.

Each of these titles pulls a player to drop that first quarter (or dollar) with

VIDEO GAME POWER CONSUMPTION

During the recent power crisis we mentioned in an earlier publication that some locations were doing their "bit" for conservation by turning off one or all of the video games on their premises.

Wayne Crabtree of Video World produced the following pamphlet which he distributed to his locations to combat this problem.

In a nutshell he answers a question that I have been asked many times.

VIDEO WORLD

Question: How much does it cost for electric power to run a Video World machine for 8 hours every day for 7 days a week?

Answer: Only 50c for the whole week!

One Video World machine draws less than 60 watts of electric power. Commercial electricity costs 15c per 1000 watts so:

1000 watts/60 watts = 16.67 hours

15c per 16.67 hours *8 hours per day = 7.1c per day

7 days *7.1c = 50c approx.

It makes no sense to switch off a Video World game to try and save electric power! You only need to lose 3 games per week to report a loss!

Video World games advertise themselves and will pay you for the floor space, the electric power and make you a profit - but only if they are left switched on! Most people that see a machine switched off will believe that it is out of order or not bother to ask you to switch it on. They may also not know which machine they would like to play. Also, a video game is most likely to break down when being switched off or on so please be positive and maximise profits by leaving the machines going while you are open.

We value all our clients and site operators and thank you for your co-operation in these troubled times.

Kindest regards, Wayne Crabtree
General Manager for Video World

BALLY/WILLIAMS DOMINATE

There are 4 brands of pinball available on the Australian market. The Bally and Williams labels are manufactured by WMS Industries Chicago, Data East, a relative new comer to the Industry, manufactured by Data East Corporation of Chicago, a wholly owned subsidiary of Data East Japan and Gottlieb, manufactured by Premier electronics of Chicago.

The market is dominated by the Bally and Williams brands which enjoy an estimated 75% market share. Bally and Williams have a reputation for reliability, sustained high earnings and good resale value.

WMS Industries has the largest design team and that may account for the obvious quality of their game designs. Nobody is sure exactly what causes the sustained earnings but one important factor is the self-percentage system.

The "Average Game Time" (AGT) is the key to the longevity of any game. If the AGT is too short, it means the game is too hard. If it is too long, the game is too easy. If it starts off at the right level and then increases over a relatively short space of time, it means that the players are mastering the game too quickly. In all these instances, the game popularity will decline rapidly and so will the earnings.

Bally and Williams pinballs have a unique "Self Percentage System" which is designed and patented by WMS Industries so you won't find it on any other pinballs. It is a computer controlled system which measures the skill of the individual player and automatically adjusts the score values so that all players, regardless of their skill level, are capable of achieving a good score and a replay. This system helps keep the AGT constant in the 2-3 minute bracket. The system takes the responsibility away from the operator as there is no need to check the game time because it is being constantly monitored by the system.

Other pinball games record the AGT. This can be monitored by the operator by any adjustments have to be done manually.

Even though this may be time consuming on the part of the operator, it is worth the effort because by keeping that AGT constant, it will increase the life of the game.

PINBALLS cont.

different facets of entertainment" he said "It's helpful to create an alliance with someone else in the entertainment industry who has basically the same aims that the coin op manufacturer does. This way we can encourage our participation in consumer programs, provide distributors and operators with licensed merchandise like T-shirts etc and ride on the coat tails of something well-financed where we can provide the pinball as a showpiece."

Flipper factories have managed to "ride the coattails" with media events such as movie premieres, celebrity appearances, charity fundraisers and more. Bally/Midway debuted their Addams Family amidst actors and movie theme song rapper "Hammer" at the movies gala kick-off and premiere. The factory did the same with "Terminator", where the star studded media intensive promotion featured an appearance by none other than T2 star Arnold Schwarzenegger. With hype like this, its no wonder licensed pinballs have caught the eye of players.

It seems that licensing has caught the fancy of not only the player, but the media as well. "Media interest has helped fuel the ground swell of pinball excitement," Roger apprised. "The media has become an invaluable tool to help increase the visibility of pinball as an entertainment form." He went on: "My hope is that if someone turns on the television, and something comes out about a pinball game or a tournament, etc., an impression will be made. If it's a player, some interest will be raised, if it's an operator he'll be more responsive to a sales pitch, and it goes on."

LEAGUES AND PROMOTION

While factories are busy promoting pinball with glitzy national marketing ploys, operators and distributors have been hard at work doing the street-level grunt work of leagues and tournaments. Pinball also has its very own

"promotion committee." Or at least that's how the International Flipper Pinball Assn. (IFPA) got started in 1990. Since then, its become a full-fledged entity which tries to capture the same success darts have received thanks to leagues.

"There's definitely been a resurgence in pinball play," said IFPA's exec. director Doug Young. "The available equipment from manufacturers has been great; the themes have created a lot of interest; and since video has moved into the home market, people are excited to play something they can't get at home."

According to Doug, the long-term goal of IFPA is to develop the best league program



for pinball, and hopefully stabilise the "pinball trend" and make it last. In fact, IFPA president Sharon Harris revealed that the association was begun with very specific goals in mind. "We wanted to educate the operator on

service of the pinball, promote leagues and tournaments and market pinball to the world," she explained.

League programs have been an incredible success story," enthused Jim Stansfield Vending's Mike Jensen. "The player are really catching on. By the way," Mike went on "we're getting outstanding collections. When a new pin hits the street, especially in locations where we run leagues, the earnings are terrific. League people come in and practice on the equipment, and it's not long before the pinball pays for itself."

Many industry pros will tell you that leagues and tourneys are where the money's at.

PINBALL PARTS cont.

Ball Shooter Housing 21-6645-1
Shooter Sleeve 03-7357
Shooter Spring 10-148-4
"C" Retaining Ring 20-8718-1
Rubber Shooter Tip 23-6327

Ball Eject Assembly - B9361
Coil AE26-1500
Eject Shield 03-735-1-9
Eject Spring 10-362
Eject Cam Assembly A7471-R

Ball Popper - A14501
Armature Assembly A11336
Ball Popper Cap 03-8053
Switch Assembly A11-657-1

Bank Drop Targets - 14615
Target Flush 03-8033
Stop Bracket Assembly A11397
Coil Mounting Bracket 01-8413
Nut 8-32 ESNA
Tubing 03-7066-4
Plate and Reset Assembly
Coil SMI-26-600
Spring Extension 10-433
Spring 10-392
Armiture Links 03-8085

Ball Shooter Lane Feeder - C9638
Coil Plunger Assembly A8050-1
Hair Pin Clip 12-6227
Coil AE-26-1200
Coil Tubing 03-7066
Spring 10-128

Bulbs
Bayonet Bulb 555 Part #248768
Standard Bulbs 44 Part #246549
Flash Lamps #906
Flash Lamps #89

Solenoids
Flipper Solenoid (Small) FL11753
Flipper Solenoids FL11630
26-1200 Solenoids
26-1500 Solenoids
27-1200 Solenoids
23-800 Solenoids

Rubbers

Flipper Rubber - Standard
Flipper Rubber - Long Life
3/4", 3/8", 1", 11/4", 11/2", 2", 21/2", 3", 4", 41/2",
5", 51/2", 6"
Plunger Tips
Rubber Bumper Rubbers 23-6535

Displays

Dot Matrix Display 5901-12784-00
7 Digit Alpha/Numeric
16 Digit Alpha/Numeric
6 Digit Gas Discharge
7 Digit Gas Discharge

General Parts

Steel Pinballs (11/6")
Pinball Feet (08-7377)
Pinball Front Door Lock/Bracket 27-1016
Pinball Cash Box A15671-1
Coin Entry Plate 27102 \$1NZ
Coin Entry Plate 271027 \$2, \$1, 50c, 20c (for NRI)

Logic Boards

Coin Door Interface Bd A14689
WPC Cpu Board A-12742-50004
Fliptronic Board A-15472
WPC Sound Board A-12738-50004
Dot Matrix Controller Board A-14039
Power Driver Board A-12697-1

Specialised Pinball Parts

Terminator Pin
Coin Launcher Spring



PARRALLEL PCB IMPORTS

A recent Federal Court in Australia dismissed an appeal by Leisure and Allied against a lower court decision allowing importation of parallel pcb's (ie: original pcb's manufactured for other markets than Australia but imported into Australia). This action was bough under a relatively new piece of Australian legislation called "The Circuits Layout Act".

In New Zealand we believe that in the next 5-10 years the New Zealand government may also move to legalise the importation of parallel products despite the fact that companies may

have an exclusive licence to distribute that product in New Zealand.

If the New Zealand government does produce such legislation to legalise parallel importation then Coin Cascade Ltd will continue to work within that new legislation.

In the interim parallel and copy products remain illegal to import and use in the New Zealand market where any company has an "Exclusive Licence" to sell that product in New Zealand. Coin Cascade Ltd will continue to support the legal situation in this area.

SEGA EXPANDS IN AMERICA

Sega Enterprises, through their American subsidiary Sega Enterprises Inc. (USA) has decided to enter the American amusement operations field. Sega had purchased Time Out Family Amusement Inc. back in December 1986, and had been operating a total of 88 arcades throughout the country. In July of 1990, Sega expanded farther into this field by acquiring Edison Brothers Mall Entertainment Inc.

This past April, in a Dallas, Texas suburb, a new amusement space called Scotty's Golf Club opened. With an interior of 115,00m², this is one of the largest amusement complexes in America. On June 11th Sega opened

up "Game City Sega" here. This arcade which is designed along the lines of those that you have been reading about in JAM, will be targeting young women and families. "Game City Sega" is around 500m² and yearly sales are forecast at 1 million dollars. Sega hopes to set up another five to ten locations of this type around the country over the next year. As Sega continues to invest in consolidated entertainment complexes here in Japan and expand the traditional boundaries of the coin amusement industry, they will no doubt continue to apply their technological and operational knowledge to their overseas subsidiary operations.

PINBALLS cont.

recognisable themes and exciting sound and graphics. Great gameplay keeps 'em pumping in the money. Arcade collection reports from around the country show top flipper titles easily earning \$150 or more per week. (Even an "average pin that's been around a while earns more than half that amount, operators reported



in a recent RePlay survey.) Fat, happy cash boxes are why surveyed operators said pinball was "number one" on their buying list.

"Operators are getting into pinball because it's making them money, that's their bottom line," stated American Vending's Ron Bolger.

COST AND PLAY PRICING

Pinball has been a leading force in helping operators boost price per play. Factories have pushed three plays for a dollar for the last few years, beginning in 1989 with Williams' Police Force. It was this same time that the other manufacturers followed suit. It was a break from convention, but factory experts agree that the majority of locations are adhering to the price increase. In fact, quarter-play may be a thing of the past.

For the operator, the average pinball costs more than another typical street route staple, namely a video kit. But operators say ROI, unique player appeal and long-term resale value make the investment in pinball well worthwhile. "I don't mind the money spent,"

said operator Chris Warren Capitol Music, Helena, Mont.). "Pinballs don't cost any more than a dedicated video, and they last four or five years as long." At Jim Stansfield Vending (La Crosse, Wisc.) Mike Jenson strongly agreed. "The equipment is well worth the money," he declared. "Today's pinballs are top of the line!"

INNOVATIVE GAMEPLAY AND TECHNOLOGY

Pinball is simply better than it used to be, more fun to play, more fun to watch. Innovative gameplay and technology are consistently named as two of the top reasons pinball is so popular.

A game that's fun to play. That's the cornerstone of the biz, though sometimes we forget. Pinball is trying to remember. "The story lines, the playfield," explained Williams' marketing director Roger Sharpe. "Those things break through the barrier of 'what do I do?' They make it understandable for the player, the objectives are much clearer. The principles have stayed the same: hit the flashing lights and targets, but now they're enhanced with sound effects, light shows, etc.

Licensed Themes

Many new pinballs have taken advantage of a "licensed theme" arrangement. Such games as "Terminator" and "Addams Family" (for Williams, Bally), "Hook" and "Fatal Attraction" (for Data East) have attempted to cash in on the popularity of their movie counterparts. What has become clear with this arrangement is that a "gimmick" might get the first \$1 coin in your cash box but will not make a bad pinball good. (We already know this lesson from our video games and manufacturers seem also to realise this.) Also important according to Williams marketing director Roger Sharpe is the relationship between manufacturer and licensee. "Licensing had forged bonds between the

PINBALL PARTS

Pinball Parts

These parts are generally kept in stock in Christchurch. Parts not listed here can generally be obtained quickly from overseas.

Flipper Assembly - A15205 (Addams Family)

- Note: many parts are the same as the previous flipper assembly.
Solenoid spring 10-364
EOS Switch SW1A-193
Crank Link Assembly (left) B-13882L
Crank Link Assembly (right) B-13882R
Small Flipper coil FL11753

Flipper Assembly - C13174

Flipper Base Assembly (L) B13104L
Flipper Base Assembly (R) B13104R
EOS Switch 03-7811
Cap Screw 4009-01079-05
Switch Mounting Bracket 019375
Cap Screw 4010-01066-06
Flipper Stop Assembly A-12111
Flipper Coil FL11630
Solenoid Bracket 01-7695
Coil Plunger Spring 10376
Crank Link Assembly (L) B10655L
Crank Link Assembly (R) B10655R
Coil Plunger 02-4219
Spring Pin 03-9370-1
Flipper Link 03-8050-1
Link Spacer Bushing 02-4179
Flipper Crank Right B10657-R
Flipper Crank Left B10657-L
Bumper Plug 23-6577
Flipper Bushing 03-7568
Machine Screw 4006-01005-06

Outhole Kicker Assembly - A8039-3

Coil Plunger Assembly A8335
Coil Tubing 037066
Kicker Lever Assembly A-6889
Coil Stop Assembly A8038
Coil AE27-1200
Spring 10-101-4

Kicker Arm Assembly - A14875

Coil AE26-1500

Kicker Crank Assembly A-14872-2

Jet Bumper Assembly - B9414-1

Bumper Ring Assembly A4754
Bumper Base 03-6009-A5
Bumper Wafer 03-6035-1
Bumper Body 03-7443-5
Spring 10-7
Socket and Bulb Assembly 555
Bumper Cap 03-8254-9

Jet Bumper Coil Assembly - A9415-2

Bracket and Stop Assembly B7417
Coil Retaining Bracket 01-1747
Armature Link (Steel) 01-5492
Armature Link (Bakelite) 01-5493
Armature Spring 10-326
Coil Plunger 02-3406-1
Coil 26-1200
Coil Tubing 037066

Kickback Assembly - B11873

Bell Armature Assembly A-6306-2
Coil Assembly AE23-800
Spring 10-135
Rubber Grommet 23-6420

Targets

Standup Targets 14690 (Williams)
Standup Target 11696 (Bally)

Ball Trough Switches

Microswitch (Long arm) 5647-12693-08

Posts

Star Post (Clear) 03-8319-13
Double Start Post (Clear) 03-8247-13
Spring Post 02-3409
Spring Post 02-4424-1
Post 02-4426
Post 02-4425-1
Mini Post 02-4003
Bumper Post 02-4423
Double Bumper Post 02-4450

Ball Shoot Assembly B12445-4

Rod Assembly 20-9253-7
Rod Spring 10-149

As Doug Young said: "IFPA knew it wanted to capture the same success darts have enjoyed through leagues, we use tournaments to promote the leagues, because that's where the profit is."

Sharon Harris is one of the biggest advocates of leagues and said, "Promoting league and tournament play gives the operator a lot of room to be creative with prizes, raffle to raise money for sending player to finals, in-store tie-

ins for promos and awards ... if it goes like clock-work you have enormous success.

TODAY'S PINS A R E "OPERATOR- FRIENDLY"

Another major factor in the pinball revival: better technical reliability and more operator-friendly

features. "The pinball manufacturer became better at giving the operator a pinball with less service problems," said Atlas Distributing's (Pittsburgh) Lou Larson. "And that's caught the eye of the operator."

Williams pins now come with their new Williams Power Controller (WPC), which is a hardware/software system offering easier troubleshooting and improved diagnostics.

If it's not as time-consuming for the operator to service (and it's a great game), the operator will buy it. The reliability is good, and well on its way to becoming superior."

The manufacturers are living up to the applause. "We design the product from a lot of different angles," explained Mike Vrettos. "We keep everyone coming in contact with the game in mind, and that includes they guy who has to fix it. There are many design meetings between engineering and manufacturing, and

if it's easy for the production line to get to, we hope it will be the same for the tech."

WHO'S PLAYING?

Now about the players ... "We did a poll at our last International Pinball Championships in Milwaukee," IFPA's Doug Young offered, "and found that the majority of tournament players are men in their early 30s who are college-educated. Obviously that's not a set player pattern, but we do hope all segments of the population get involved and that youth catches on."

The accessibility of the game defines who plays it. Pinball enjoys a more varied player base than video game's more segmented audience. "The core element is keeping the player interested, whoever he is," he said.

PLAY ME AGAIN, SAM

Celebrating its 60th anniversary last year, pinball has a proud heritage. "Pinball has a history behind it," Williams' Roger Sharpe noted. "it has a sense of nostalgia. It's like rediscovering an old friend and finding out he's not 12 years old anymore. People are looking at pinball again, and they're finding that the principles of the game are the same, but the dressing is new."

New friends are silver, old friends are gold. It's an old adage, but a wise one. Many people have grown up with pinball, and its familiarity has become a strength. "We have the player coming back for more," said Roger. "We're working on the older generation who remember pinball and the younger who will grow up with it."

With all the hi-tech playfields, snazzy marketing and promotional swat, it's no wonder pinball is back. The silver ball is beckoning player like new before, and making believers out of distributors and operators. As one passionate pinball player said: "I can't get enough!"



TWO INDEPENDENT SURVEYS CAN'T BE WRONG

PLAY METER
MAGAZINE

EQUIPMENT POLL August 1992

GAME	POINT	LONG VALUE	POINT
1. The Addams Family (Bally)	9.30	349	
2. Terminator 2 (Williams)	8.65	742	
3. Getaway (Williams)	8.13	210	
3. Fun House (Williams)	7.58	966	
5. The Machine (Williams)	7.52	694	
6. Super Mario Bros. (Premier)	7.14	67	
7. Batman (Data East)	7.05	336	
8. Hook (Data East)	7.03	183	
9. Elvira (Bally)	6.73	1,215	
10. Star Trek (Data East)	6.73	339	
11. Gilligan's Island (Bally)	6.65	569	
12. Hurricane (Williams)	6.58	341	
13. Whirlwind (Williams)	6.50	1,073	
14. Lethal Weapon 3 (Data East)	6.50	19	
15. Earthshaker (Williams)	6.44	1,437	

Buying the right game can be a "make-or-break" proposition for the operator. This chart is based on operator evaluations and is designed to provide information needed to make prudent game purchases. The longevity points indicate a game's staying power.

RePlay
magazine

The Players Choice August 1992

TOP PINBALLS

1. The Addams Family (Midway) (6)	9.38	83%
2. Terminator 2 (Williams) (13)	8.87	76%
3. Getaway (Williams) (4)	8.42	51%
4. Fun House (Williams) (20)	8.03	72%
5. The Machine (Williams) (16)	8.03	39%
6. Lethal Weapon 3 (Data East) (1)	8.00	12%
7. Batman (Data East) (9)	7.84	28%
8. Super Mario Bros. (Gott./Prem) (3)	7.72	20%
9. Start Trek (Data East) (8)	7.51	39%
10. Hook (Data East) (5)	7.47	38%

RATING: Operators were mailed "ballot sheets" listing games in active operation in U.S. locations and game centres and asked to "rate" the earning performance of each on the "1 to 10" measure: 10 for "power-house earnings", 9 for "excellent", 8 for "very good game", 7 for "good game", 6 for "decent game", 5 for "just average", 4 for "below average", etc. The written votes were tallied up and divided by the actual number of times the specific game was rated. Hence, the decimal points.

DIST: The percentage of the surveyed arcade and street location operators who have the item on location. No upright videos rated by less than 10% of these operators appear on the Upright videos chart, but promising new items appear under Best New Videos.

Replay and Play Meter Magazines in the United States, both conduct independent Operator Surveys and its no co-incidence that both surveys found the same **Bally** and **Williams** games occupying the **top 5 positions** Even games like **Williams "Fun House"** and **Williams "The Machine"** are beating the latest games from the competition.

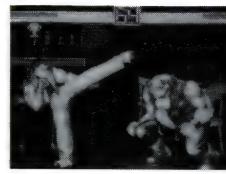
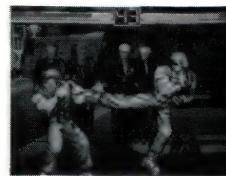
**When it comes to pinballs,
Bally and Williams are the Best.**

TIME OUT

WHAT'S OUT

ART OF FIGHTING

Over 2,000 years ago, a Chinese tactician by the name of Sun Tzu sketched out a brief code that outlined, in very simple language, the way of the warrior. Through the years, this code, translated as "The Art of War," has been occasionally altered to fit a specific situation, but the basics of the text still hold true today in almost all cases of conflict, be they nation vs. nation or sister vs. brother. One of the tenets Sun Tzu advocated for successful battle was to "know your enemy as you know yourself" before engaging in conflict.



SNK borrows some of Sun Tzu's ideas to create the Art of Fighting, an action game not unlike Capcom's Street Fighter II series. While having the same essential plot as many other fighting games, that is, two people beating the stars out of each other, Art of Fighting goes one step further and has programmed a "zoom in/zoom out" function that allows the player to get right into (or, as the case may be, out of) the action.

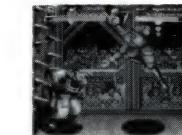
The game has been designed on SNK's enormous 106 Megabit system and is the first MVS/NEO-GEO software package to be done on such. The screen literally splashes with color as brawls occur in such scenic places as a dimly-lit piano bar, a restaurant and a peaceful Japanese dwelling. Characters are limited by both a life meter and a power meter. The life meter is essentially a time clock, while the power meter is an accurate gauge as to how much more punch the character has before he/she is expected to expire. A two-person simultaneous play, buy-in anytime game, the one player version pits the player against a computer controlled opponent. Games in the two player mode can be either Player One vs. Player Two, or two players vs. a team of opponents. Players can choose their character out of eight available.

There are eight stages in Art of Fighting, plus three bonus stages. Each stage consists of three rounds, each of approximately 30 seconds in length. The winner is that character who wins two out of three rounds.

Control is provided by, naturally, an eight-directional joystick and four (4) buttons, making it twice as much fun as two button games.

WORLD HEROES

We in JAM's What's Out Department would like to ask a question: How are all these evil men able to obtain the necessary technology and components to make these nefarious time machines that always work while the good guys can't get it together? You know how it goes: some small time crook decides he wants to hit the big leagues, but he can't cut it in his own time period, so he takes his criminal spree to another dimensional plane where he becomes incredibly successful and ends up with designs that ultimately turn the smooth flow of the river of time into a raging waterfall.



Well, the question itself is virtually academic since the scenario makes for some lightning fast video games and it serves the purpose well in World Heroes, the new thriller from Alpha Denshi and SNK (Alpha Denshi developed the software and SNK ill handle marketing) just to be a little different, and avoid being like other time me-travelling I game.. A Alpha Denshi and SNK's in the story line a — ist, though

It seems that the doctor in question wants to know who the strongest fighter, or "hero," is. Through the miracle of time travel, he assembles eight of the best and toughest in the world throughout history to go at it against each other. These eight people were/are/will be the cream of the a-lot crop: They are Hanzo and Fuma, ninja assassins from Japan; Dragon, a Kung Fu master from Mainland China; Brocken, a member of the Cermall Cyborg Army; Jeannie, the French sword master; J Khan, a fengol warrior; Muscle power (aka Luke Logan), an American (you guessed it!) wrestler; and Rasputin, a wizard hailing from Russia. All games are to the death. Period. The End.

World Heroes has two modes of play that are sure to attract a wide range of players: 1) The 'normal' Mode is basic and puts two characters in the ring for a little one-on-one. 2) The Death Match Mode opens up two other modules of play, the Oil Death Match and the Mine Death Match, where more obstacles have been set in the playfield. In that second mode, unlike other fighting games, a player can actually kill oneself if the player isn't careful about where he/she is stepping. There are a total of seven oil rings (but it would be more accurate to call them battlefields) to choose from, and a timer is determined by the end of a three-set match, provided one of the contestants hasn't been killed by them.

Superlative control is provided by an eight-directional joystick and three, not two, buttons. Button "A" is for punching, "B" is for kicking and "C" is for throwing.

WORLD JOURNAL

(EVENT CALENDAR)



SEPTEMBER 22-24

WORLD GAMING CONGRESS & EXPO

Las Vegas, Nevada, U.S.A.
Contact: Gaming & Wagering Business
TEL: 1-212-594-4120
FAX: 1-212-714-0514

SEPTEMBER 22-24

INT'L LEISURE INDUSTRY WEEK

National Exhibition Center, Birmingham, U.K.
Contact: Landy Hashimi/ Peter Walker c/o The Fitzroy Company
TEL: 44-932-564455
FAX: 44-932-560009

SEPTEMBER 24-25

QUEENSLAND AMOA CONVENTION

Royal Pines Resort, Gold Coast, Queensland, Australia
Contact: AMOA
TEL: 61-2-559-1498
FAX: 61-2-559-4542

OCTOBER 1- 3

AMOA EXPO '92

Opryland Hotel and Convention Center, Nashville, Tenn., U.S.A.
Contact: AMOA
TEL: 1-312-245-1021
FAX: 1-312-321-6868

OCTOBER 14 -15

ASSOCIATED LEISURE PREVIEW

Novotel, Hammersmith, London, UK
Contact: Howard & Wikberg Promotions
TEL: 44-71-387-2021
FAX: 44-71-388-9663

OCTOBER 15 - 18

ENADA

Rome Fair, Via dei Georgofili 7, Rome, Italy
Contact: Sapar
TEL: 39-6-4403-686
FAX: 39-6-4402-718

OCTOBER 21 - 23

EASTERN EUROPEAN LEISURE EXPO

St. Petersburg Central Exhibition Hall, St. Petersburg, Russia
Contact: Stephen Whatmore
TEL: 44-61-624-3687
FAX: 44-61-665-1260

NOVEMBER 9 - 11

RIVERBOAT GAMING CONGRESS

New Orleans, Louisiana, U.S.A.
Contact: Gaming & Wagering Business
TEL: 1-212-549-4120
FAX: 1-212-714-0514

NOVEMBER 12 - 15

PINBALL EXPO '92

Ramada Hotel O'Hare
Rosemont, Illinois, U.S.A.
Contact: Arnestine Phillips
TEL: 1-703-836-4800
FAX: 1-703-836-4801

NOVEMBER 18 - 21

IAAPA TRADE SHOW

Dallas, Texas, U.S.A.
Contact: IAAPA
TEL: 1-703-836-4800
FAX: 1-703-836-4801

DECEMBER 8 - 11

FORAINEXPO/ AMUSEXPO

Le Bourget Exhibition Center, Paris, France
Contact: Groupe Septi-Technoexpo
TEL: 33-1-474-29256
FAX: 33-1-426-61428



JANUARY 5-7

VAN-EXPO

Maastricht Expo. & Congress Centrum, Holland
Contact: Buro Zondag-Stam
TEL: 31-4103-3944
FAX: 31-4103-3687

JANUARY 7 - 10

WINTER CES

Las Vegas, Nevada, U.S.A.
Contact: CES
TEL: 1-202-457-8700
FAX: 1-202-457-4901

JAPAN LOCATION REPORT

Up until only a few short years ago, the concept of "virtual reality," or VR, was virtually unknown to all but a handful of computer graphics engineers and other scientists whose work was directly related to that technology. Recently, though, vast improvements in the field have made possible a myriad of applications, ranging from domestic science to the amusement industry.

VR GAINS MORE FANS

VR, in a very short time, has carved its own distinct niche in Japan's amusement industry. A little more than a year ago, in June of 1991, Namco Ltd. began importing the "Virtuality 1000-SD" VR unit into Japan from its British manufacturer, W Industries. Since then, more and more Japanese arcade visitors have been turned on to VR as an amusement medium. Recognizing this trend, Sigma, a Tokyo based amusement concern, has announced that it will open a new location in the city of Yokohama, about 25 kilometers to the south of Tokyo. The new location, christened the *Trell One*, has a theme that is set in the year 3029, (or at least how Sigma envisions it) only 1037 years in the future. Opening its doors in August (1992), the *Trell One*'s feature attraction will be its wide variety of VR pieces.

One of those games, the American-made *Battle Tech Center* figures to be one of the primary attractions at the center. Manufactured by Chicago's Virtual World Industries, the cockpit style shooting game can take up to eight players at a time on an exciting and daring VR interstellar battle. A "cockpit" consists of 8 inter-connected VR monitors, each capable of a three dimensional display. Sigma plans to install four of the pieces, making it possible for a total of 32 players to take part in Battle Tech Center at any given time. On the seventh floor of the building, the company plans to build a more conventional amusement center that will be aimed at attracting young couples and families. Overall, though, Sigma hopes that with *Trell One*, the excitement and appeal of VR will spread across generational boundaries to all ages.

Meanwhile, in Osaka, a computer graphics (CG) fair was held from June 6th to 10th. The fair, called CG Osaka, coincided with the UN-sponsored "Earth

Summit" in Rio De Janeiro, and had a "green" theme: "Computer Graphics: New, Technology Working For A Richer Earth". Although no companies directly related to the amusement industry displayed booths at the fair, Namco, in collaboration with Kubota Computer Systems, displayed a series of advanced CG software modules that were collectively dubbed "Energy" at the Kubota booth. In other VR news from the fair, the AEC VR System, from Asahi Electronics, was unveiled. Touted as a revolution in the VR market, the AEC VR System, can be produced for significantly less cost than conventional VR systems. If the AEC takes hold and proves that it can compete with other VR units now on the market, more amusement locations around the country could find it more financially feasible to install VR equipment in the future.



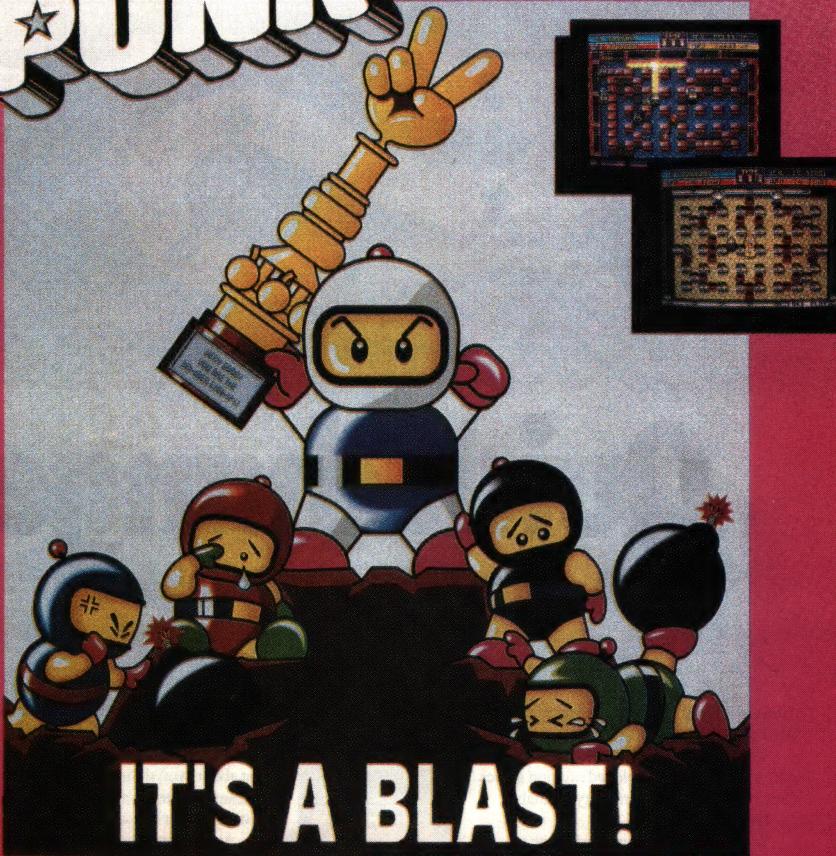
AEC VR System



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

TIME OUT

ATOMIC PUNK 2™



- ▲ 2 games in one, regulation play and VS mode against computer players.
- ▲ Challenging 2 or 4 player horizontal kit.
- ▲ Hidden power-up items increase player's fighting power.
- ▲ Great for all types of locations and players of all ages.

RING FOR DETAILS**IREM**

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TIME OUT

CAPCOMS N.Z. VISIT

Recently Mr Shunzo ITO (Manager International Sales Dept) and Mr Hiroshi Tanaka (overseas dept) of Capcom Japan visited Christchurch and Auckland on a whirlwind tour of N.Z.

This was the first visit of official Capcom representatives to our country and they seemed very impressed with the standard of the N.Z. market place as they visited arcades in Christchurch and Auckland. Both men reinforced their companies position on copy products in the world market place and their support for local actions against these products.

Indications were very strong that Streetfighter III was under development with a new hardware system but would not preview this year. Capcom's latest game "Varth", an excellent air combat game is continuing in popularity and a new combat game is due for preview at the Japanese show. Local concerns regarding "B Board" availability on new Capcom games were also considered with a response due from Japan on this matter in the near future.



Mr Tanaka (left) and Mr Ito from Capcom Japan during their recent visit to N.Z.

seibu

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NOW ON SALE!

Maximum of 4 persons can play simultaneously and can join the game in process

HOT AND EXCITING 5
"SEIBU CUP SOCCER" IS COMING UP!!

PLAYERS/TEAM SELECT

PK

Display with exciting and powerful stage effects

Easy to play so everyone can play

• Colorful and strong teams and characters

• Supercharging "PK fight" demands the uninterrupted attention of the player at all times

BALLY / MIDWAY

MIDWAY MANUFACTURING COMPANY DECLares MARTIAL LAW WITH MORTAL KOMBAT

All others will bow in submission

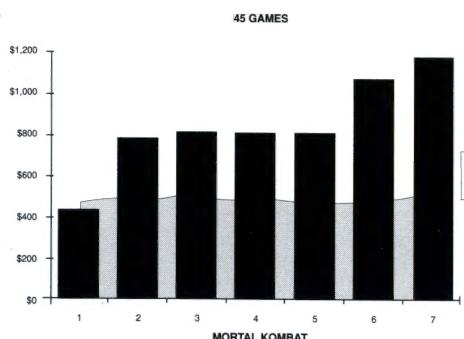
From the first flying foot, players will know this video is a cut above all others. With more powerful characters, more secret moves, more depth, more control and the most advanced digitised graphics around, MORTAL KOMBAT is the martial arts champion!

This ones worth fighting for

Game play begins when a single player selects one of 7 deadly characters. Each fighter competes with an arsenal of secret moves and

battle with Goro, the 4 armed mutant warriors. The final match is played against Shang Tsung, the merciless Emperor. Every 5 matches during both 1-player and 2-player modes, players enter a chop-for points mode. Bonus points can be won by smashing progressively harder objects (wood, stone, anvil and diamond.)

The 2-player mode allows true head-to-head kombat. Players depend upon their fighting abilities and knowledge of their fighters' strengths as they are matched against an opponent of different but lethal abilities. After each player selects a character, the match begins. The player losing the best-of- three matches will have the option of buying-in to continue. The winning player continues to play as long as he maintains a string of victories.

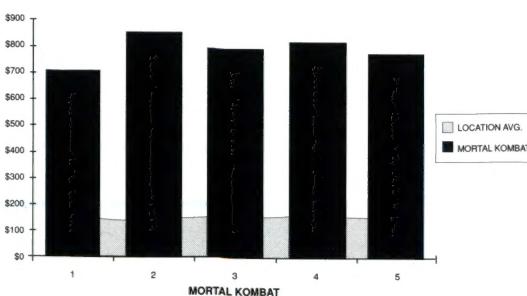


powers, and the 5 basic moves correspond to the 5 action buttons. Players develop their competitive edge when they learn new joystick-button combinations, and the discovery of each characters' secret moves further develops fighting potential.

There are 3 rounds per match. In order to win a match, players must win at least 2 of 3 rounds (losers must buy-in to continue.) A single player defeating all 6 adversaries enters a mirror match pitting himself against his own character. Winning the mirror match enables players to then play 3 matches with double opponents. Winning these 3 matches provokes

Mortal Kombat Means Major Koinage
Repeat buy-in is the name of this game! In addition, operators will appreciate the violence control dipswitch, efficient diagnostics and easy book keeping. For the greatest chop-em-up challenge yet, its **MORTAL KOMBAT** -from the minds of Midway.

ARCADE: 65 GAMES



PCB PROTECTION

While many operators have recently sought to protect their machines with the addition of front and back door hasps, staples and padlocks it must be remembered that we then run the risk of significant additional damage being incurred when we have a situation where the thief has plenty of time (i.e.: theft occurs after closing time when the thief has hours to spend). A good question to ask existing or new locations is what sort of alarm system their shop has). It is a fact that in these situations your cabinet is going to sustain substantial damage (are you insured for this?) and entry will be gained anyway.

Hence we must look to alternatives that provide security without the down side of the challenge of "the test of strength" that padlocks and hasps seem to provide for some thieves.

OPTION 1: PCB PROTECTION

If we assume that despite our best efforts access will be gained to our cabinet (or what is left of it) then can we secure our PCB to make this more difficult to remove.

The simple answer is proved by a "PCB lockup case" that can be screwed or bolted onto the cabinet wall and then padlocked closed with the PCB inside. This unit is available as a kit and will fit most existing cabinet types. Hence even though the thief has gained access to the cabinet he cannot easily remove the PCB and if he exerts enough force to tear the "PCB lockup case" from the wall he risks damaging or destroying the PCB it contains.

If our thief is stealing PCBs to order this creates a couple of problems for him.

Problem one: He must spend more time trying to get the PCB out of the cabinet once he had gained entry to the cabinet. If the theft is in open shop time then he puts

himself at risk that he will be seen.

Problem two: He will damage the PCB trying to remove it. Hence his customer will receive a faulty unit. Who will fix this for him? And in trying to get it repaired he runs the risk of detection.

While some of you will say that we will end up with a damaged PCB as a consequence I feel that a damaged PCB is better than no PCB and once the thief realises that this system is in place your equipment will be left alone.

OPTION 2: PCB PROTECTION

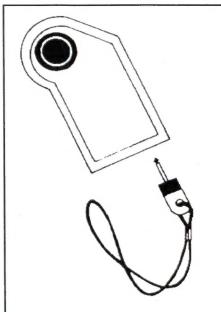
An alarm system solves 95% of our problems as once installed a good quality system will last the life of the game and will insure security in most situations.

The downside of these units are:

- 1) Cost
- 2) Battery recharge
- 3) False alarms
- 4) Extra key set for arm/disarm.

Below are a range of alternatives and approx prices.

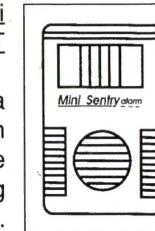
Alarm 1: The Personal Alarm - \$20 plus GST (Batteries not included)



This low cost unit is a very simple unit that will protect each door that the pull pin is connected to. Simply screw the alarm to the wall and connect the lanyard to the door you want protected. When the door is forced the lanyard pulls free from the alarm and the siren sounds. This siren provides a reasonable noise that will be heard in any games room.

Alarm 2: The Mini Sentry - \$40 plus GST (Batteries not included)

This low cost unit is a portable infrared system that works on the same system as your existing "passive" detector system. It will detect the infrared footprint of any person who opens the cabinet if it is facing in his direction. Its main advantage is that it will cover an area rather than simply one door. Mount it to the side of your cabinet and turn it on and you are in business.



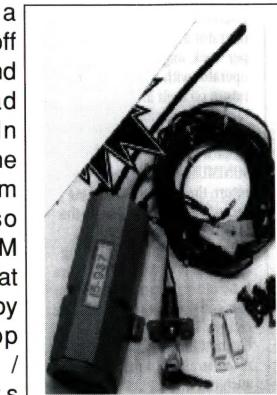
Alarm 3: The Piezo Alarm - \$95 plus GST

A simple system including an on/off switch, warning label and magnetic door switch. Installation takes longer than the above two systems but is still relatively quick.



Alarm 4: The Lai FM System - \$175 plus GST

This system includes a range of features including a direct run from the games 12 volt supply with a back up 12 volt battery. It boasts a 120 DB sound output from the system, a separate on/off key switch and door read switches. In addition to the audible alarm the unit also transmits an FM radio signal that is picked up by the shop keeper / attendants receiver to alert him.



Alarm 5: The Game Doc System - Approx \$240 plus GST

This unit comes complete with the main control unit, speaker, switches to cover four doors, back up battery, alarm set/unset led that is mounted in the publics view to indicate when the alarm is set, direct 12 volt supply from the games power supply and a wireless keychain transmitter set/unset module that allows the operator to install the unit without needing to add extra locks and keys. It also has an automatic set mode and arms itself within 30 seconds automatically if the operator forgets.

